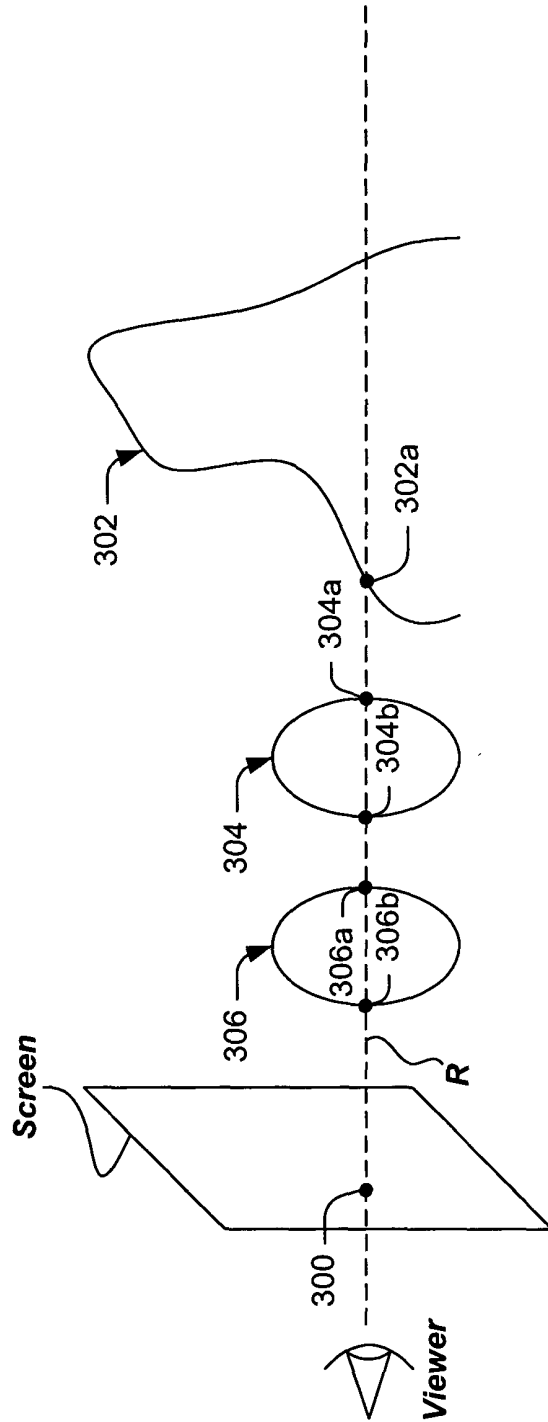
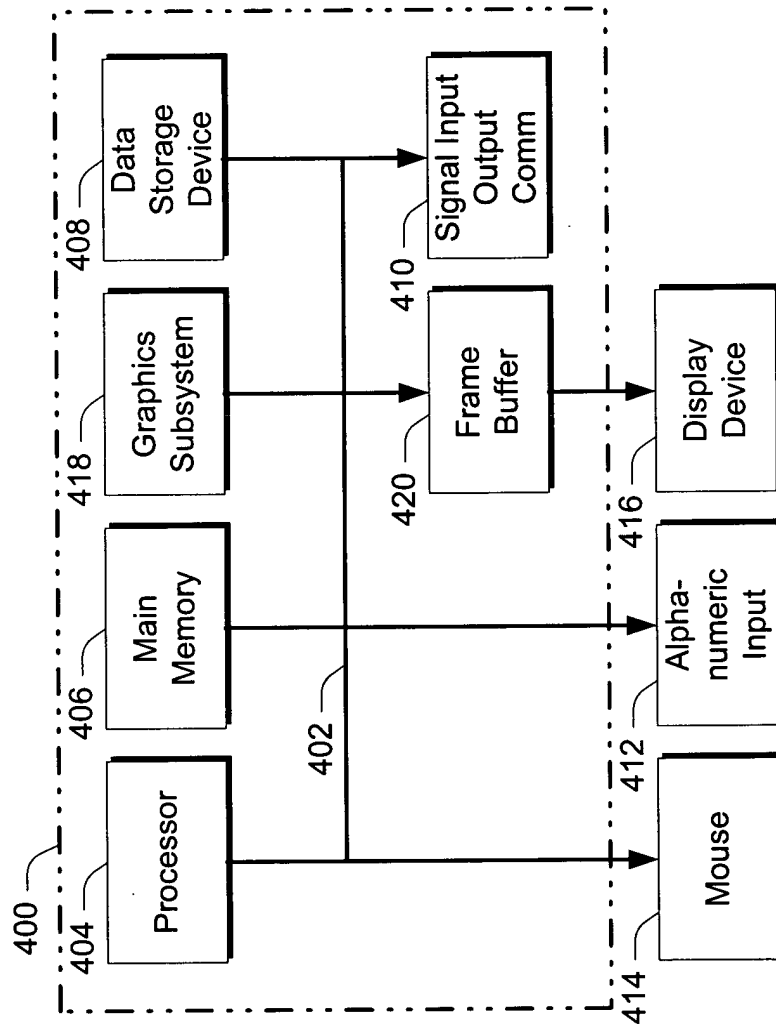
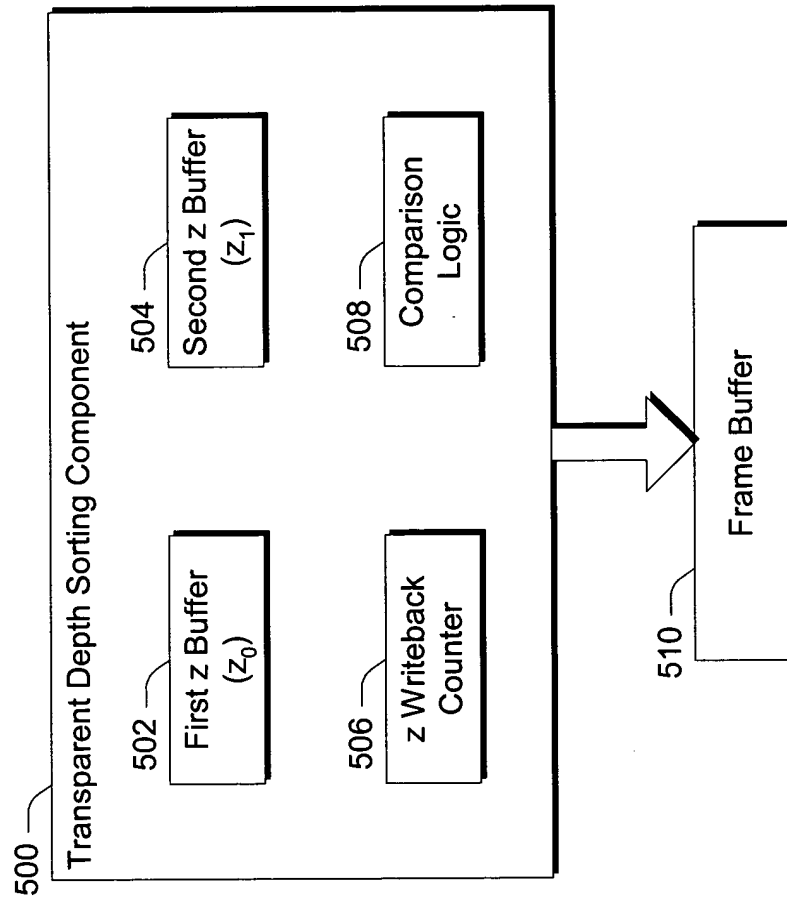


Depth-buffer (same dimension as the rendering surface)

*Fig. 3*

*Fig. 4*



*Fig. 5*

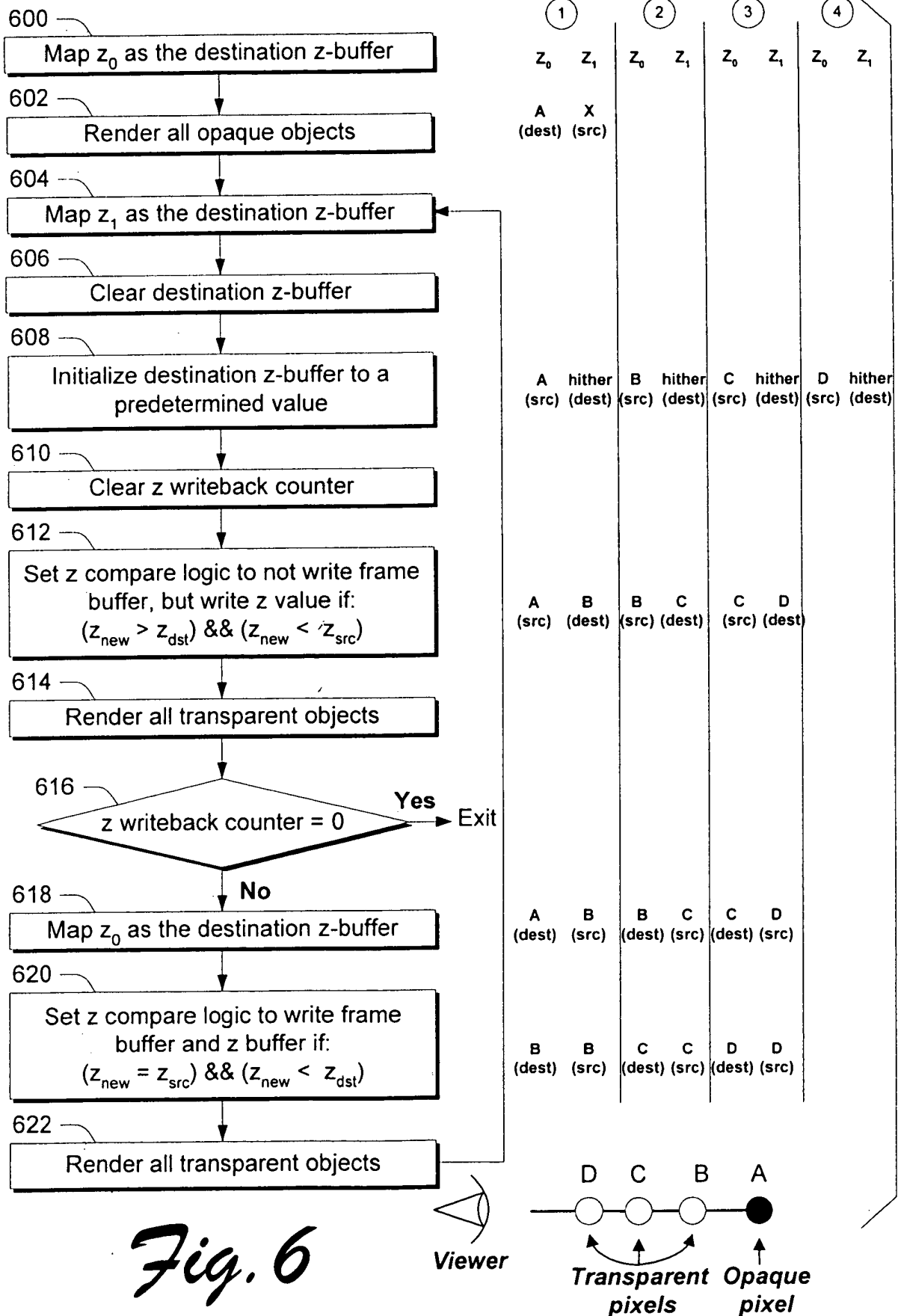


Fig. 6